

Acid Burn



Acid splashes across your hand. Agony surges as flesh and steel alike begin to smoke.

You immediately take 2 Body Points of damage and roll 1 less Combat die on your next attack.

Ambush!



The Undead ambush the party!

1 to 2 Heroes = 2 Skeletons

3 to 4 Heroes = 3 Zombies

5 Heroes = 2 Skeletons, 2 Zombies

Place the appropriate amount of Undead on the squares furthest from the Heroes. The Undead may attack immediately.

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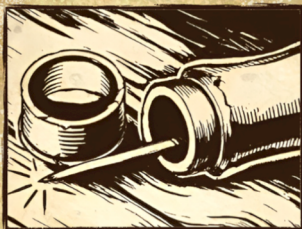
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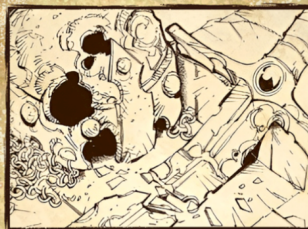
Anti-Poison Quill



You find an Anti-Poison Quill buried at the bottom of an old wooden crate.

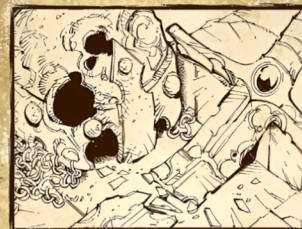
Record the artifact to your character sheet and shuffle this card back into the Journey deck.

Corroded Armor



The acid seeps into straps and joints. Metal flakes. Leather stiffens and cracks. Your most expensive (non-artifact) piece of armor is in disrepair, and it cannot be used until it has been repaired. The cost to repair the armor is half of the armor's value.

Corroded Weapon



Your weapon hisses as acid eats into it. Your most expensive (non-artifact) weapon is in disrepair, and it cannot be used until it has been repaired. The cost to repair the weapon is half of the weapon's value.

Dropped Potion



As you are navigating the acid pools a vial slips from your possession and shatters upon the stones.

You must discard 1 Potion of your choice.

If you are not carrying a Potion, nothing happens.





Gorehusk



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	5	5	4	1

You come across the infamous Gorehusk. Place the enemy on the square furthest from the Heroes. Gorehusk may then immediately start their turn.

Reward: 1 Relic Coin

Holy Water



Buried beneath a pile of acid stained bones you find a vial of Holy Water.

Record the equipment to your character sheet and shuffle this card back into the Journey deck.

Melting Path



Your boots sink into soft acid-slick ground. You take 1 Body Point of damage.

Mysterious Merchant



As you are traveling the acid pools, a mysterious merchant appears out of nowhere and offers to sell you a collection of items. Draw 4 cards at random from the Equipment deck or Lost Relics deck (the cards from the Equipment deck are offered at half price). Once all sales have been completed, the mysterious merchant vanishes as quickly as they had appeared.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.

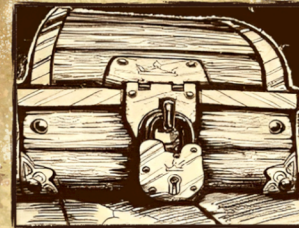
Toxic Fumes



A thick green mist rises from the bubbling pools, stinging your eyes and burning your lungs.

The air grows heavy and difficult to breathe while also blurring your vision, which causes your progress to slow. The journey takes 1 additional day.

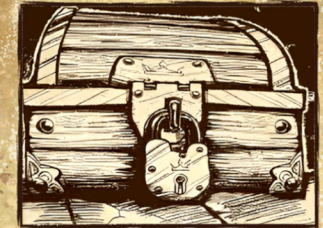
Treasure Chest



You stumble upon a treasure chest. Draw a Treasure card and resolve it. If a Wandering Monster is drawn use the rules from the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

Treasure Chest

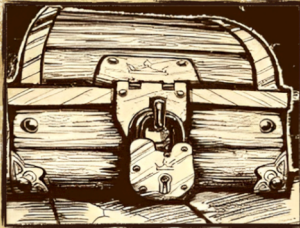


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Undead Bounty



A priest of the Church has declared the restless dead are an abomination. A reward is being offered for their destruction.

While you are traveling the Acid Pools, each Undead that is defeated rewards 25 gold coins.



